**President**

**ELECTION**

- Nominate a Chancellor; members of the last elected government are not eligible.
- Get at least 50% of the table to vote ‘ja!’
- Hitler can only seize power if three Fascist Policies are already out at the moment he’s elected Chancellor.

**LEGAL SESSION**

- Draw 3, Discard 1, Pass 2.
- Don’t speak while in session.
- After a law is enacted, you may discuss (or lie about!) what policies you drew, discarded, and passed.

**EXECUTIVE ACTION**

- Presidential Powers do not carry over between rounds.
- The sitting President has the final say and MUST exercise any power granted to him.
- You are free to discuss (or lie about!) the results of an Investigation.

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**ELECTION**

- Hitler can only seize power if three Fascist Policies are already out at the moment he’s elected Chancellor.

**LEGAL SESSION**

- Receive 2 policies, Discard 1 face-down, enact 1 face-up.
- Don’t speak while in session; only once you’ve enacted a policy face-up can you discuss (or lie about!) what policies you were passed.
ja!

YES( )

ja!

YES( )

ja!

YES( )

ja!

YES( )

ja!

YES( )

ja!

YES( )
nein

nein

nein

nein

nein

nein

nein

nein

nein

nein
FASCISTS WIN IF HITLER IS ELECTED CHANCELLOR

THE PRESIDENT MUST KILL A PLAYER.

THE PRESIDENT MUST KILL A PLAYER.
VETO POWER IS UNLOCKED.

5 OR 6 PLAYERS: PLAY WITH 1 FASCISTS AND HITLER, HITLER KNOWS WHO THE FASCIST IS.
Fascists win if Hitler is elected Chancellor.

The President must kill a player.

Veto power is unlocked.

The President picks the next presidential candidate.

The President investigates a player's identity card.

7 or 8 players: Play with 2 fascists and Hitler, Hitler doesn't know who the fascists are.
FASCISTS WIN IF HITLER IS ELECTED CHANCELLOR

THE PRESIDENT MUST KILL A PLAYER.
VETO POWER IS UNLOCKED.

THE PRESIDENT PICKS THE NEXT PRESIDENTIAL CANDIDATE.

THE PRESIDENT INVESTIGATES A PLAYER’S IDENTITY CARD.

9 OR 10 PLAYERS: PLAY WITH 3 FASCISTS AND HITLER, HITLER DOESN’T KNOW WHO THE FASCISTS ARE.